



Restricted List, February 2019

The following lists ban or restrict the use of certain Warhammer Underworlds cards in official Warhammer Underworlds tournaments. These lists do not ban or restrict the use of these cards in any other setting – it is up to players to decide between themselves whether they will use these lists or not.

Cards are banned or restricted to improve the experience of playing Warhammer Underworlds competitively. When a card is too prevalent, too powerful or has too great an effect on the 'meta', it will be added to the appropriate list.

When changes are made to this list, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

BANNED CARDS

The following cards are banned. They cannot be included in any deck used in an official Warhammer Underworlds tournament.

UNIVERSAL – GAMBITS

Great Concussion (Shadespire #329)
Quick Thinker (Shadespire #347)
Time Trap (Shadespire #368)

UNIVERSAL – OBJECTIVES

Extreme Flank (Nightvault #317)

RESTRICTED CARDS

The following cards are restricted. You cannot include more than five restricted cards across your objective and power decks in an official Warhammer Underworlds tournament.

For example, you could include two objectives from the restricted list in your objective deck, two gambits from the restricted list in your power deck, and one upgrade from the restricted list in your power deck. Once you have done that, you cannot add another restricted card to either deck – you have five restricted cards in total, which is the maximum.

You must clearly identify restricted cards on the deck list that you submit at registration in an official Warhammer Underworlds tournament.

UNIVERSAL – OBJECTIVES

Advancing Strike (Shadespire #234)
Alone in the Darkness (Shadespire #235)
Change of Tactics (Shadespire #243)
Defensive Strike (Shadespire #252)
Escalation (Shadespire #257)
Fired Up (Nightvault #319)
Loner (Nightvault #342)
Perfect Planning (Shadespire #280)
Precise Use of Force (Shadespire #284)
Superior Tactician (Shadespire #291)

UNIVERSAL – GAMBITS

Earthquake (Shadespire #321)
Illusory Fighter (Shadespire #332)
My Turn (Shadespire #343)
Pit Trap (Nightvault #436)
Ready for Action (Shadespire #348)
Trap (Shadespire #369)
Twist the Knife (Shadespire #372)

UNIVERSAL – UPGRADES

A Destiny to Meet (Shadespire #373)
Awakened Weapon (Shadespire #376)
Deathly Fortitude (Shadespire #384)
Helpful Whispers (Shadespire #393)
Incredible Strength (Shadespire #395)
Shadeglass Dagger (Shadespire #410)
Shadeglass Hammer (Shadespire #412)
Slumbering Key (Nightvault #539)
Soultrap (Shadespire #420)
Sudden Growth (Nightvault #543)
Tethered Spirit (Shadespire #424)